Color Dreams

# INSTRUCTION MANUAL

# CRYSTAL MINES

# CRYSTAL MINES CONTROL SUMMARY

## Controls

**Control Pad:** Controls robot's up, down, left, and right movement. Robot can push boulders left or right.

**Button A:** Fires Energy Blast. Also selects starting level when screen shows PLAYER 1 or 2 and LEVEL 1.

**Button B:** Drops Bomb (Requires Bomb Stockpile).

**Start & Select:** Robot self destruct. Use this when robot is hopelessly trapped or cannot meet crystal quota for current level.

**Start:** Pauses or Continues.

## Special Objects

**Crystal:** Achieve quota shown to get to next level.

**Dirt, Boulder and Rock:** Some can be destroyed or pushed.

**Mud and Lava:** Grows and transforms to other objects.

**Creatures:** Destroyed by energy blasts, bombs or falling objects.

**Rapid Fire:** Increases firing speed.

**Range Increase:** Increases firing range.

**Bomb Stockpile (1, 3, 10):** Adds bombs to robot's supply.

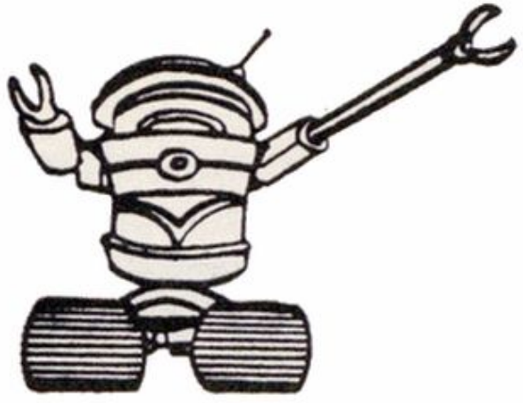
**Robot Protection:** Protects robot from creatures, explosions, radiation, growing mud and lava.

**Freeze Timer:** Stops countdown for 14 seconds.

**Freeze Robot:** Paralyzes robot for 4 seconds

**Extra Robot:** Adds one robot to inventory

**Exit Square:** Materializes after reaching crystal quota. Allows exit to next level.



# CRYSTAL MINES

## I. Introduction

The year is 2265 AD. You have invested your life savings in a mining operation on a newly discovered planet found to be rich with very valuable crystals. From a base camp on the surface of the planet, you must tele-operate a mining robot deep within the planet's crust.

The robot that you control uses energy balls to dig through dirt and rock in search of the crystals. Some of the many types of rock you will encounter are resistant to the energy balls, and may require you to set explosive charges to destroy them. You must be careful, however, since there are also rocks that are explosive, and explosions can destroy your robot!

As you penetrate deep into the planet you will encounter deadly alien lifeforms that will attempt to destroy your robot - some of them are actually mineral lifeforms made out of rock! Other obstacles include mud and lava as you work your way through 100 different levels in search of the elusive mother lode of crystals which will make you a multi-quadrillionaire.

Many perils await you, and only your boldness and skill can decide the outcome in this thrilling sci-fi mining adventure!

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## PRECAUTIONS

1) Store at room temperature. Do not subject to environmental extremes.
2) Always ensure that power is off before inserting or removing the cartridge from the Nintendo® system.
3) Keep contacts clean (do not touch them and store the cartridge in its box when not in use).
4) Do not try to open or disassemble the cartridge.
5) Do not sit too close to your television.
6) Do not clean the cartridge with chemical agents.

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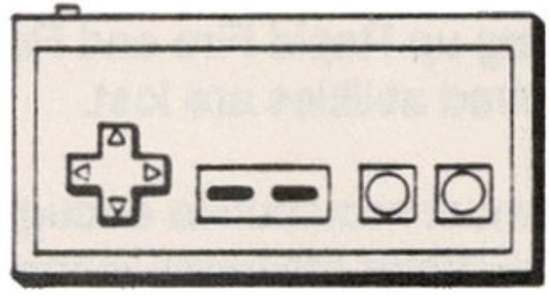
## II. GAME CONTROL



**Control Pad** (up, down, left, and right) - used to move the remote controlled robot through the mine. Robot can push boulders left or right.

**Button A** - causes the robot to fire an energy blast. The number of shots and distance that they travel increase as the robot acquires certain special prizes during the game.

**Button B** - causes the robot to drop a bomb. The robot must first acquire bombs by picking up bomb stockpile prizes.
The A and B buttons are also used to select the starting level at the beginning of the game when screen shows PLAYER 1 or 2 and LEVEL 1.

**Start & Select** - causes the robot to self destruct. This feature should be used when the robot becomes trapped and unable to complete the current level.

**Start** - pauses the game. Useful to allow studying a level without losing valuable time from the game clock. Press again to restart game play.

At the end of each game, players may use the SELECT button to choose the following options: (The CONTINUE mode will only be allowed for 3 consecutive times.)

- CONTINUE: Start a new game from the current level.
- END: Game ends and you may start a new game from the beginning.

## II. GAME MECHANICS

You begin each game with an inventory of five mining robots. You may acquire additional robots throughout the game by picking up extra robot prizes. The number of simultaneous energy blasts that a robot may fire, and the distance that they travel may be increased by picking up Rapid Fire and Range Increase prizes. When a robot is destroyed, these acquired abilities are lost.

You must accumulate enough crystals to meet the quota within the time limit given for each level. When the quota is reached, the screen will flash, and an exit square will appear somewhere on the level. The exit square may be hidden - try looking under objects if it's not visible. Move the robot into the exit square to teleport it to the next level.

There are prizes and special objects hidden under dirt, rock, etc. on almost every level. These prizes include bombs, gold, time bonuses, and special powers. The special powers include protection from creatures, explosions, radiation, and the ability to move through mud and lava. The powers are indicated on the status line at the top of the screen, and are only temporary, so be careful!

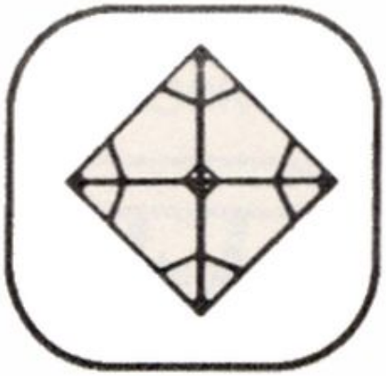
Watch the game's demo mode for helpful hints!

## IV. SCORING

Points are earned by picking up crystals and destroying creatures, and also for time and bombs remaining at the end of each level. Creatures are worth more points if they are destroyed by falling objects instead of by explosions or energy blasts.

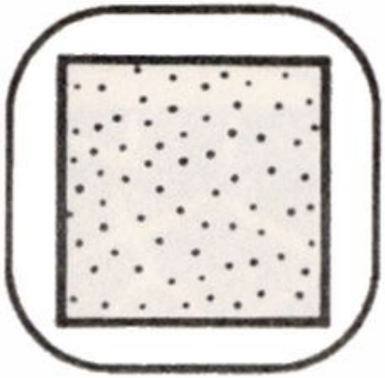
## V. OBJECTS

To get a better idea of how these objects look, press START after power up, then press SELECT several times to see each screen.



CRYSTAL

**Crystal** - the valuable substance you are mining, worth 100 points each. May be destroyed by a falling Impervious Boulder.



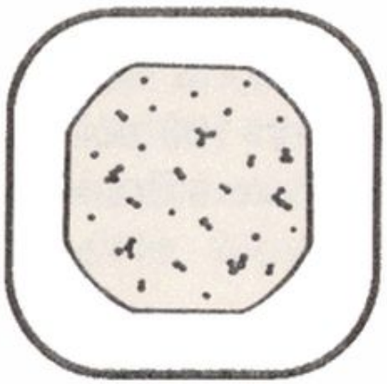
DIRT

**Soft Dirt** - destroyed by one energy blast or an explosion.

**Hard Dirt** - destroyed by two energy blasts or an explosion.

## V. OBJECTS (Continued)

To get a better idea of how these objects look, press START after power up, then press SELECT several times to see each screen.



BOULDER

**Soft Boulder** - destroyed by three energy blasts or one explosion. May be pushed by the robot.

**Hard Boulder** - destroyed by two explosions. May be pushed by the robot.

**Impervious Boulder** - cannot be destroyed. May be pushed by the robot.

**Explosive Boulder** - explodes if hit by an energy blast, explosion, or lava. May be pushed by the robot.

## V. OBJECTS (Continued)

ROCK

To get a better idea of how these objects look, press START after power up, then press SELECT several times to see each screen.

**Impervious Rock -** cannot be destroyed or moved.

**Radioactive Rock** - destroyed by three explosions. Reflects energy blasts. Causes robot and creatures to become radioactive. A radioactive robot soon dies unless radiation protection is found.

MUD

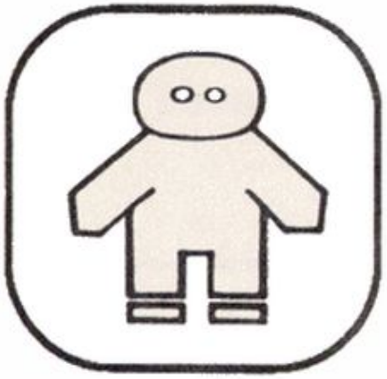
**Mud** - grows slowly. May grow into dirt, hard mud, or empty space. Turns into hard rock if it grows into lava. Turns into hard mud if hit by an energy blast.

**Hard Mud** - turns into a crystal if hit by an explosion.

LAVA

**Lava** - grows into dirt, hard mud, empty space, soft boulders, or crystals. Turns into hard rock if it grows into mud. Will cause an explosion if it grows into an explosive boulder or an active bomb.

## VI. CREATURES



CREATURE

To get a better idea of how these creatures look, press START after power up, then press SELECT several times to see each screen.

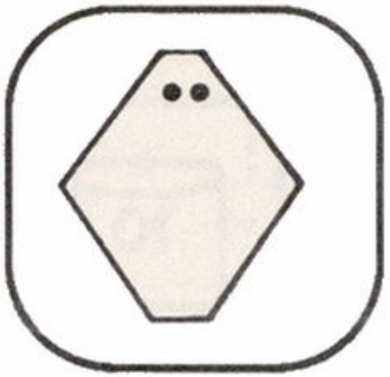
**Soft Rock Creature** - destroyed by three energy blasts (100 points), an explosion (200 points), or a falling object (400 points). Will increase speed after first energy blast.

**Hard Rock Creature** - destroyed by two explosions (500 points), or a falling object (1000 points).

**Impervious Creature** - destroyed only by falling objects (2000 points).

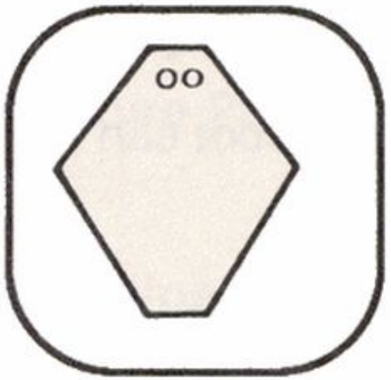
**Radioactive Creature** - destroyed by three explosions (1500 points), or a falling object (3000 points). Reflects energy blasts. Moves very fast. Other rock creatures may become radioactive upon contact with radioactive rock.

## VI. CREATURES (Continued)



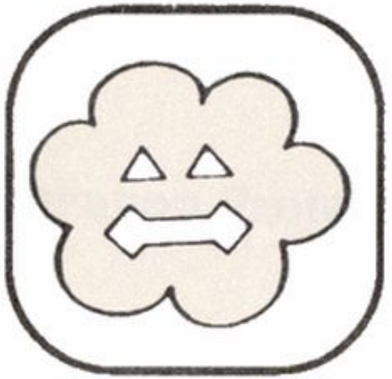
MUD CREATURE

**Mud Creature** - destroyed by an explosion (400 points), or a falling object (800 points). Stunned by energy blasts. Can move freely through mud.



LAVA CREATURE

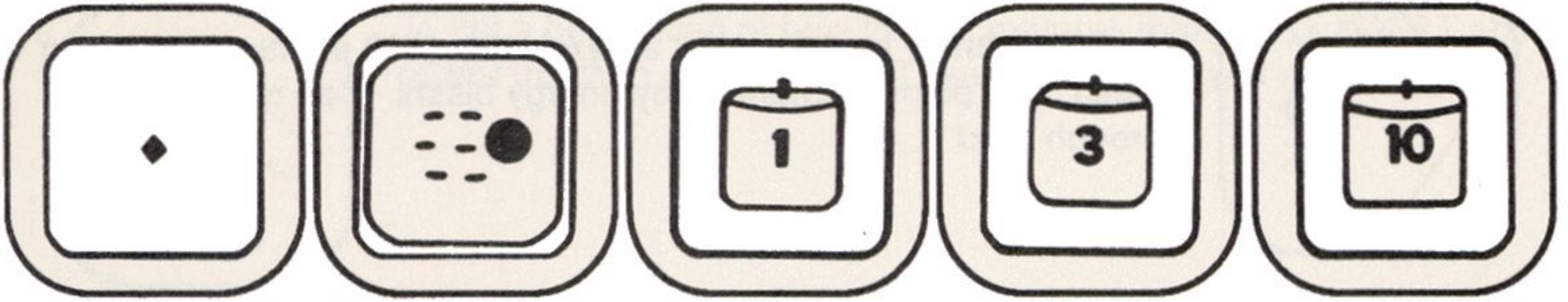
**Lava Creature** - destroyed by an explosion (500 points), or a falling object (1000 points). Angered if hit by an energy blast. Can move freely through lava.



GAS CREATURE

**Gas Creature** - destroyed only by an explosion (1000 points). Can move freely through everything. Seeks out the robot.

## VII. PRIZES AND SPECIAL OBJECTS




RAPID FIRE | RANGE INCREASE | 1 BOMB STOCKPILE | 3 BOMB STOCKPILE | 10 BOMB STOCKPILE

**Rapid Fire** - increases the number of simultaneous energy blasts that robot can fire. The maximum is 5.

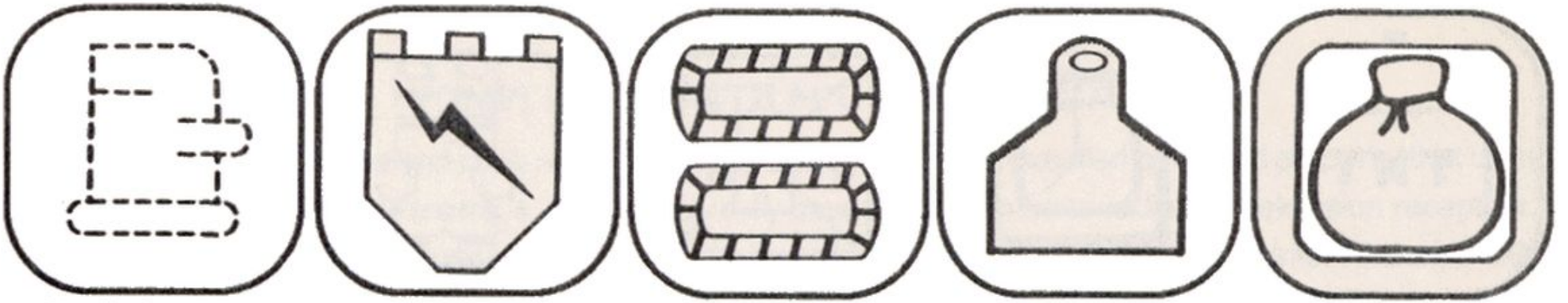
**Range Increase** - increases the distance that energy blasts may travel. The maximum distance is 30 game squares.

**1 Bomb Stockpile** - adds one bomb to the robot's supply.

**3 Bomb Stockpile** - adds three bombs to the robot's supply.

**10 Bomb Stockpile** - adds ten bombs to the robot's supply.

## VII. PRIZES AND SPECIAL OBJECTS



CREATURE PROTECTION | EXPLOSION PROTECTION | MUD/LAVA PROTECTION | RADIATION PROTECTION | BAG OF GOLD

**Creature Protection** - makes the robot invisible to the creatures for about 14 seconds. Displayed on the status line.

**Explosion Protection** - shields the robot from explosions for about 14 seconds. Displayed on the status line.

**Mud/Lava Protection** - super treads allow the robot to move freely through mud and lava for about 14 seconds. Displayed on the status line.

**Radiation Protection** - protects the robot from radiation for about 14 seconds. Heals the robot if it is already radioactive. Displayed on the status line.

**Bag of Gold** - worth 1000 points.

## VII. PRIZES AND SPECIAL OBJECTS

ACTIVE BOMB | FREEZE TIMER | FREEZE ROBOT | EXTRA ROBOT | EXIT SQUARE

**Active Bomb** - a bomb with an active fuse. Will explode in 3 seconds, or if hit by an energy blast, explosion, or lava.

**Freeze Timer** - stops the game countdown timer for 14 seconds.

**Freeze Robot** - invisible, paralyzes the robot for about 4 seconds.

**Extra Robot** - adds another mining robot to the player's inventory.

**Exit Square** - appears after the crystal quota has been reached. Teleports the robot to the next level of the game.

## COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES®with respect to the receiver.
- Move the NES®away from the receiver.
- Plug the NES®into a different outlet so that NES®and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions.

The user may find the following booklet prepared by the Federal Communications Commission helpful: HOW TO IDENTIFY AND RESOLVE RADIO-TV INTERFERENCE PROBLEMS. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

Note: NES® is the abbreviation for Nintendo Entertainment System®.

# 90 DAY LIMITED WARRANTY

Color Dreams, Inc. (MANUFACTURER) warrants to the original purchaser that this Color Dreams Game Cartridge (CARTRIDGE) shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs within the warranty period, Color Dreams will at its option repair or replace the defective CARTRIDGE free of charge (except for the cost of returning the CARTRIDGE).

## TO RECEIVE THIS WARRANTY SERVICE

1. Simply pack your CARTRIDGE together with the original dated proof of purchase (Sales Slip) and circle the item.
2. Include a note stating the nature of the problem or defect.
3. Return your package freight prepaid, at your own risk of shipping damage, within the 90-day warranty period to: COLOR DREAMS, INC. CUSTOMER SERVICE DEPARTMENT 2700 E. IMPERIAL HWY., BLDG. B, BREA, CA 92621.

This warranty shall not apply if the CARTRIDGE has been damaged by negligence, accident, modification, tampering, unreasonable use, or by other causes unrelated to defective materials or workmanship.

This CARTRIDGE is warranted to work with any Nintendo Entertainment Systems® sold on or prior to August 1989. Future modifications in new Nintendo® systems may possibly cause compatibility problems with existing games. If you should come across this problem, you may voice your concern by calling the 800 number provided by Nintendo®. Otherwise, please write to Color Dreams, Inc. for the availability of a $4.00 "Anti-ECM Connector" which would resolve the problem on your new Nintendo® system.

## LIMITATIONS

IF APPLICABLE, ALL IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO 90 DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. In no event shall Color Dreams be held liable for incidental and/or consequential damages for the breach of any express or implied warranties. The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

# Notes

# Notes

## CRYSTAL MINES EVALUATION SHEET

NAME: _____ AGE: _____ SEX: _____

DATE _____/_____/_____ PHONE # (Optional): (_____) _____--_____

GRADING SCALE: 1:WORST 2:BAD 3:AVERAGE 4:GOOD 5:EXCELLENT

| | | | | | |
|---|---|---|---|---|---|
| 1) GAME'S OVERALL ENTERTAINMENT VALUE | 1 | 2 | 3 | 4 | 5 |
| 2) COMPARED WITH GAMES THAT YOU PLAY REGULARLY | 1 | 2 | 3 | 4 | 5 |
| 3) COMPARED WITH ALL EXISTING GAMES | 1 | 2 | 3 | 4 | 5 |
| 4) VARIETY (ENEMIES, WORLDS, TRICKS, WEAPONS) | 1 | 2 | 3 | 4 | 5 |
| 5) GRAPHICS (COLOR, DESIGN, ANIMATION) | 1 | 2 | 3 | 4 | 5 |
| 6) SOUND EFFECTS (BACKGROUND MUSIC, ANIMATION) | 1 | 2 | 3 | 4 | 5 |
| 7) DIFFICULTY LEVEL (1: TOO EASY . . . 5: TOO DIFFICULT) | 1 | 2 | 3 | 4 | 5 |
| 8) FLAWS OR PROBLEMS (1: NONE . . . 5: TOO MANY) | 1 | 2 | 3 | 4 | 5 |

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- PLEASE SEND $2 SHIPPING AND HANDLING FOR THE HINT LIST.
- MAKE CHECK OR MONEY ORDER PAYABLE TO COLOR DREAMS, INC.
- ATTACH STAMP.
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- YOUR PAYMENT WILL BE RETURNED TO YOU IF THERE ARE NO MORE HINT LISTS AVAILABLE.

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